

KILL TEAM TAU EMPIRE

CODEX: TAU EMPIRE

This team list uses the special rules and wargear found in Codex: Tau Empire. If a rule differs from the Codex, it will be clearly stated.

SUPPORTING FIRE

Do not use the Supporting Fire rule from the Codex, instead use the following: During the Overwatch sub-phase, any model with the Supporting Fire special rule within 6" of a friendly Charge target, may choose to immediately also fire Overwatch as well. This is instead of the usual 3" (see the Kill Team Overwatch rules).

BONDING KNIFE RITUAL

A model with the Bonding Knife Ritual may re-roll failed Pinning tests that are caused by a friendly model being killed within 3".

WARGEAR DRONES

Drones bought as wargear use the rules for 'Unit Upgrade Drones' found in the codex as normal. During a game they form a unit with their 'owner' and use the Squad special rule (found in the core Kill Team rules). Wargear Drones do not count towards Model Availability but are treated as normal models for Rout Test purposes. Drone models

may not claim an Objective or carry anything (such as Relics).

During a campaign, these Drones act in exactly the same way as wargear – e.g. they can be sold and are automatically sold if their bearer rolls a Dead! result. As they are wargear, Drones do not have to roll for Injury and can never gain Battle Honours.

GUARDIAN, GRAV AND ACCELERATOR DRONES

All Guardian Drones, Grav-inhibitor Drones and Pulse Accelerator Drones treats all friendly Tau models within 6" as being in a unit with them for the purposes of their special rules.

MARKERLIGHTS

Whenever a Tau model declares it's using one or more of the markerlight abilities, all friendly Tau models within 6" of the shooter may benefit from the same abilities against the same target during this shooting phase.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models

TEAM LEADERS

CRISIS SHAS'VRE

32 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	5	4	2	2	3	9	3+

Unit Type:

Jet Pack Infantry (Character)

Special Rules:

- Inspiring Presence
- Supporting Fire
- Very Bulky

Wargear:

- Crisis Battlesuit

Options:

- May take up to three items from the **Ranged Weapons** and/or **Support Systems** list.
- May take any of the following:
 - Bonding Knife Ritual 1 pt
 - XV8-02 Crisis 'Iridium' Battlesuit 25 pts
- May take up to two drones from the **Drones** list.
- May take wargear from the Tau Empire armoury including Battlesuit and Leader only items.

STEALTH SHAS'VRE

40 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	4	3	2	2	3	9	3+

Unit Type:

Jet Pack Infantry (Character)

Special Rules:

- Inspiring Presence
- Infiltrate
- Supporting Fire
- Stealth
- Shrouded

Wargear:

- Stealth Battlesuit
- Burst Cannon

Options:

- May replace Burst Cannon with:
 - Fusion Blaster 5 pts
- May take any of the following:
 - Bonding Knife Ritual 1 pt
 - Markerlight 5 pts
- May take up to two drones from the **Drones** list.
- May take one item from the **Support Systems** list.
- May take wargear from the Tau Empire armoury including Battlesuit and Leader only items.

FIRE WARRIOR SHAS'UI

19 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	2	2	2	8	4+

Wargear:

- Pulse Rifle
- Combat Armour
- Photon Grenade

Special Rules:

- Inspiring Presence
- Supporting Fire

DS8 tactical support turret:

A DS8 turret is armed with either a missile pod or a smart missile system. When deployed it forms a unit with the Shas'ui and uses the Squad special rule.

Options:

- May replace Pule Rifle with:
 - Pulse Carbine Free
 - Pulse Pistol and Close Combat Weapon Free
 - Pulse Blaster and Field amplifier relay Free
- May take any of the following:
 - Bonding Knife Ritual 1 pt
 - EMP Grenade 2 pts
 - Markerlight 5 pts
 - DS8 tactical support turret 10 pts
- May take up to two drones from the **Drones** list (including the Guardian Drone).
- May take wargear from the Tau Empire armoury including Shas'ui and Leader only items.

PATHFINDER SHAS'UI

21 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	2	2	2	8	5+

Wargear:

- Pulse Carbine
- Recon Armour
- Photon Grenade
- Markerlight

Special Rules:

- Inspiring Presence
- Supporting Fire
- Scouts
- Recon Leader*

Recon Leader:

In a team lead by a Pathfinder Shas'ui, you may take up to 5 pathfinders.

Options:

- May replace Pulse Carbine and Markerlight with:
 - Ion Rifle 10 pts
 - Rail Rifle 15 pts
- May take any of the following:
 - Bonding Knife Ritual 1 pt
 - Blacksun Filter 1 pt
 - EMP Grenade 2 pts
- May take up to two items from the following list:
 - A drone from the **Drones** list.
 - Grav-inhibitor Drone 15 pts
 - Pulse Accelerator Drone 15 pts
 - Recon Drone 28 pts
- May take wargear from the Tau Empire armoury including Shas'ui and Leader only items.

KROOT SHAPER

21 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	3	3	8	6+

Wargear:

- Kroot Armour
- Kroot Rifle with Pulse Rounds

Special Rules:

- Inspiring Presence
- Infiltrate
- Move Through Cover
- Stealth (Forests)

Options:

- May replace Kroot Rifle with:
 - Pulse Carbine 4 pts
 - Pulse Rifle 4 pts
- May upgrade Kroot Rifle to Sniper Rounds for 1 pt.
- May take wargear from the Tau Empire armoury including Shaper and Leader only items.

VESPID STRAIN LEADER

28 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	4	2	6	2	9	4+

Unit Type:

Jump Infantry (Character)

Wargear:

- Combat Armour
- Neutron Blaster

Special Rules:

- Inspiring Presence
- Fleet
- Hit & Run
- Move Through Cover
- Stealth (Ruins)
- Strain Leader*

Strain Leader:

In a team lead by a Vespide Strain Leader, Vespide Stingwing models may be taken as Core.

Options:

- May take wargear from the Tau Empire armoury including Vespide and Leader only items.

CORE

FIRE WARRIOR

9 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	1	2	1	7	4+

Wargear:

- Pulse Rifle
- Combat Armour
- Photon Grenade

Special Rules:

- Supporting Fire

Options:

- May replace Pule Rifle with:
 - Pulse Carbine Free
 - Pulse Blaster and Field amplifier relay Free
- May take any of the following:
 - Bonding Knife Ritual 1 pt
 - EMP Grenade 2 pts

KROOT SQUAD

30 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	7	6+

Options:

- Any model may upgrade its Kroot Rifle with Sniper Rounds for 1 pt.

Wargear:

- Kroot Armour
- Kroot Rifle with Pulse Rounds

Special Rules:

- Squad (5 Kroot)
- Infiltrate
- Move Through Cover
- Stealth (Forests)

KROOT HOUND SQUAD

25 points

You may only take one Kroot Hound squad for every Kroot squad you take in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	0	3	3	1	5	2	6	-

Unit Type:

Beasts

Wargear:

- Close Combat Weapon

Special Rules:

- Squad (5 Hounds)
- Acute Senses
- Infiltrate
- Move Through Cover
- Stealth (Forests)
- Non-Learning

KROOT RIDER

25 points

You may only take one Kroot Rider for every Kroot squad you take in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	3	6	3	2	3	2	7	6+

Wargear:

- Kroot Armour
- Kroot Gun

Special Rules:

- Bulky
- Infiltrate
- Move Through Cover
- Stealth (Forests)

DRONE

14 points

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	4	1	4	1	7	4+

Unit Type:

Jet Pack Infantry

Wargear:

- Twin-linked Pulse Carbine

Special Rules:

- Supporting Fire
- Non-Learning
- Artificial Intelligence*

Artificial Intelligence:

During a Campaign, if a Drone must make an Injury roll it does not use the normal chart, instead roll a D6: 1 = *Dead!*, 2+ = *Full Recovery*. Also, Drones may never claim an Objective or carry anything (such as Relics).

Options:

- May replace its Twin-linked Pulse Carbine with one of the following:
 - Markerlight Free
 - Shield Generator Free



PATHFINDER

11 points

You may only take a maximum of three Pathfinders in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	1	2	1	7	5+

Options:

- Up to two Pathfinders in your team may replace their Pulse Carbine and Markerlight with:
 - Ion Rifle 10 pts
 - Rail Rifle 15 pts
- May take any of the following:
 - Bonding Knife Ritual 1 pt
 - EMP Grenade 2 pts

Wargear:

- Pulse Carbine
- Recon Armour
- Photon Grenade
- Markerlight

Special Rules:

- Scouts
- Supporting Fire

SPECIAL

KROOT SHAMAN

31 points

You may only ever have a single Kroot Shaman in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	2	3	2	8	6+

Wargear:

- Kroot Armour
- Close Combat Weapon

Special Rules:

- Infiltrate
- Move Through Cover
- Stealth (Forests)
- Psyker (Master Level 1)

Psychic Powers:

Before the battle the Kroot Shaman may choose a single Psychic Power from the following list:

- Prescience (Divination)
- Scrier's Gaze (Divination)
- Forewarning (Divination)
- Psychic Shriek (Telepathy)
- Mental Fortitude (Telepathy)

STEALTH SHAS'UI

30 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	4	3	1	2	2	8	3+

Options:

- One Stealth Shas'ui in your team may replace its Burst Cannon with:
 - Fusion Blaster 5 pts
- May take the following:
 - Bonding Knife Ritual 1 pt
- May take one item from the **Support Systems** list.
- May take Battlesuit only wargear from the Tau Empire armoury.

Unit Type:

Jet Pack Infantry

Wargear:

- Stealth Battlesuit
- Burst Cannon

Special Rules:

- Infiltrate
- Supporting Fire
- Stealth
- Shrouded

BROADSIDE SHAS'UI

50 points

You may only ever have a single Broadside Shas'ui in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
2	3	5	4	2	2	2	8	2+

Options:

- May replace Twin-linked Heavy Rail Rifle with:
 - Twin-linked High-yield Missile Pod Free
- May take one of the following:
 - Twin-linked Smart Missile System 15 pts
 - Twin-linked Plasma Rifle 20 pts
- May take the following:
 - Bonding Knife Ritual 1 pt
 - Seeker Missile 8 pts
- May take up to two drones from the **Drones** list.
- May take one item from the **Support Systems** list.
- May take Battlesuit only wargear from the Tau Empire armoury.

Wargear:

- Broadside Battlesuit
- Twin-linked Heavy Rail Rifle

Special Rules:

- Supporting Fire
- Extremely Bulky

CRISIS SHAS'UI

22 points

You may only take a maximum of two Crisis Shas'ui in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
2	3	5	4	2	2	2	8	3+

Unit Type:

Jet Pack Infantry

Wargear:

- Crisis Battlesuit

Special Rules:

- Supporting Fire
- Very Bulky

Options:

- May take up to three items from the **Ranged Weapons** and/or **Support Systems** list.
- May take the following:
 - Bonding Knife Ritual 1 pt
- May take up to two drones from the **Drones** list.
- May take Battlesuit only wargear from the Tau Empire armoury.

SNIPER DRONE TEAM

28 points

Firesight Marksman:

WS	BS	S	T	W	I	A	Ld	Sv
2	5	3	3	1	2	1	7	4+

Sniper Drone:

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	4	1	4	1	7	4+

Wargear (Marksman):

- Combat Armour
- Pulse Pistol
- Drone Controller
- Markerlight

Wargear (Sniper Drone):

- Longshot Pulse Rifle

Special Rules (All):

- Squad (1 Marksman and 1 Drone)
- Stealth
- Supporting Fire
- Drone Team*
- Single Unit*

Special Rules (Drone):

- Non-Learning

Unit Type (Firesight Marksman): Infantry

Unit Type (Sniper Drone): Jet Pack Infantry

Drone Team:

A Firesight Marksman uses the normal rules for Injury during a Campaign. Drones, however, are easy to repair. If a Sniper Drone must make an Injury roll it does not use the normal chart, instead roll a D6: 1 = *Dead!*, 2+ = *Full Recovery*. Sniper Drone models may never claim an Objective or carry anything. If the Firesight Marksman rolls a Dead! result during a Campaign, a replacement may be bought for 13 pts IF there are still Sniper Drones left alive.

Single Unit:

The entire Sniper Drone Team counts as a single Special model in regards to the model availability requirements.

Options:

- A Sniper Drone Team may take up to two additional Sniper Drones for 15pts per model (to a maximum of three).

VESPID STINGWING

18 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	4	1	6	1	6	4+

Options:

- May take Vespids only wargear from the Tau Empire armoury.

Unit Type:

Jump Infantry

Wargear:

- Combat Armour
- Neutron Blaster

Special Rules:

- Fleet
- Hit & Run
- Move Through Cover
- Stealth (Ruins)

ARMOURY

Hard-wired Light Shield (Leader Only) – 15 pts
Grants a 5+ invulnerable save.

Portable Repulsor Field (Leader Only) – 5 pts
At the start of the Fight sub-phase, at the Initiative 10 step, the bearer inflicts a Strength 4 AP – hit on every model that completed a charge against him.

Command Node (Leader Only) – 10 pts
A sophisticated communications system. Increases a Leader’s Inspiring Presence radius from 6” to 12”.

XV05 Armour (Leader Only) – 5 pts
An advanced light-weight personal armour. Grants the model a 3+ armour save. A Pathfinder Shas’ui may not take this item.

Sniper Training (Leader Only) – 5 pts
Time spent on the shooting range can really pay off on the battlefield. The model can re-roll To Hit rolls of 1 when shooting if it didn’t move in the previous Movement phase.

Compact Stimulant Injector (Leader Only) – 5 pts
The model gains Feel no Pain (6+)

Marksman Honour (Shas’ui Only) – 15 pts
The leader’s exceptional gunplay skills allow it to shoot faster. The model gains Fast Shot, allowing it to make an additional shot with one of its weapons.

Kodachi (Leader Only) – 10 pts
Although the Tau usually eschew any form of melee combat, some individuals have learned that it is good idea to have a weapon to fall back on when melee is unavoidable. A Kodachi counts as a Power Sword.

Twin-Linked Rail Carbine (Leader Only) – 20 pts
A custom weapon for special operations, it has the following profile:

	Range	S	AP	Type
Twin-Linked Rail Carbine	18”	6	1	Assault 2, Twin-Linked

Extended Drone Controller (Leader Only) – 10 pts
Any friendly Gun Drones and Marker Drones within 12” of the Team Leader may use his BS instead of their own.

DNA Samples (Shaper Only) – 10 pts
The Kroot physiology is able to consume DNA in order to absorb its genetic traits. At the start of every battle, roll a D6. Consult the chart below to find out what trait the Shaper gains for the duration of that battle:

1. *Ogryn* – +1 Weapon Skill.
2. *Ratling* – +1 Ballistic Skill.
3. *Human* – +1 Leadership.
4. *Eldar* – +1 Initiative.

5. *Space Marine* – +1 Strength.
6. *Ork* – +1 Toughness.

Master of the Hunt (Shaper Only) - 10 pts
The Kroot Shaper is adept at detecting hiding enemies. Hidden models are automatically revealed if they come within 12” of a Kroot Shaper, and if the Shaper is deployed before enemy Infiltrators no enemy may infiltrate within 24” of him.

Blood of the Stalker (Shaper Only) - 5 pts
The Shaper has daubed themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills. The model gains the Acute Senses special rule.

Specialist Hunter (Shaper Only) - 5 pts
The model gains Preferred Enemy (Codex). Choose the ‘Codex’ when the model buys this wargear.

Vicious Strain (Vespid Only) – 5 pts
The DNA strain the Vespid has developed from is particularly ferocious. The model gains the Furious Charge special rule.

Extra Chitin Layers (Vespid Only) – 10 pts
Some Vespid develop additional armour plates overlaying their natural exoskeleton. The model gains the Feel no Pain special rule.

Multi-targeting Array (Battlesuit Only) – 10 pts
This is an AI-assisted sensor array that scans for hostiles and automatically aligns weapon arms. The model can shoot each of its weapons at a different target.

Stabilised Jet (Battlesuit Only) - 10 pts
The model may roll 3D6 and choose two of the dice for the distance rolled for its additional move in the Assault phase.

Low Weight Composite (Battlesuit Only) – 5 pts
The model is immune to Strikedown.

Coolant Injectors (Battlesuit Only) - 5 pts
The model automatically passes Initiative tests caused by ‘Flaming’ weapons.

Holographic Projector – 10 pts
The projector is a weapon with the following profile:

	Range	S	AP	Type
Holographic Projector	8”	-	-	Assault 1, One-Shot, Large Blast, Conceal*

**Conceal: Any model that is hit by this weapon gains the Shrouded Special Rule until the start of their next turn. You may target friendly models with this weapon.*